

## Abstract

### Problem

To perform the operation processing control which does not depend on the amount of experiences of a user of the game device, and victory or defeat is influenced only by the technology of the game itself, furthermore, to create a more realistic image by the existence of a shadow of an object moving on the screen.

### Solving Means

It is possible to solve the unfairness among the users which results from the differences in the quantity of experiences regarding the difference in timing of the series of movements (the movements of swinging a tennis racket) between a front side and a back side of a tennis court having the perspective therebetween on the display screen, by providing the time range for amending the timing before and after the predetermined time range which indicates the appropriate operation input of the operational buttons for the series of movements, and by slowing down the speed of the series of movements if the operation of the operational buttons is performed early or by quickening the speed if the operation is performed late.

Selected Drawing: Fig.6